[0957] 1. Receive a request from a player to create one or more characters in a game environment including a player resume associated with the player character

[0958] 2. Determine a stock or stock option offer based on the player character resume

[0959] 3. Output offer to player

[0960] 4. Receive acceptance of offer

[0961] 5. Create character account, including options offer.

[0962] System **500** may be configured to recruit other players to play in the Game Environment by performing steps such as:

[0963] **1.** Receive a request to recruit player characters into a game environment, including resume criteria and stock or stock option offers based on resume criteria

[0964] 2. Generate a list of players that fall within resume criteria settings

[0965] 3. Output stock or stock option contract offers to players based on resume criteria

[0966] 4. Receive acceptance of offer(s)

[0967] 5. Create new player accounts in game environment including stock or stock option contracts

[0968] System **500** may be configured to exchange Items between game Environments by performing steps such as:

[0969] 1. Receive an offer to buy or sell a virtual item on virtual exchange from a first player who owns a virtual exchange seat

[0970] 2. Determine if item is unique

[0971] 3. Post offer on virtual exchange

[0972] 4. Receive acceptance of offer from a second player who owns a virtual exchange seat

[0973] 5. Determine game environment multiplier based on game environments represented by first and second player character

[0974] 6. Alter virtual item based on multiplier

[0975] 7. Transmit item to second player

[0976] 8. Transmit payment for item from second player to first player, less exchange fee

[0977] System **500** may be configured to create an initial public offering of a game environment based on time by performing steps such as:

[0978] 1. Determine that enough virtual or real time has lapsed that a game environment must be taken public

[0979] 2. Determine a share price based on virtual assets of game environment

[0980] 3. Notify player characters of game environment of share price

[0981] 4. Receive virtual asset to share requests from player characters in game environment

[0982] 5. Exchange virtual assets to virtual shares based on share requests and rules and conditions

[0983] 6. Output announcement that game environment will IPO

[0984] 7. Post IPO shares of game environment on virtual stock exchange at determined IPO share price

[0985] System **500** may be configured to create an initial public offering of a game environment based on the asset value of the game environment by performing steps such as:

[0986] 1. Determine Virtual Asset Value of Game Environment

[0987] 2. Determine that asset value requires IPO

[0988] 3. Output announcement that game environment will IPO

[0989] 4. Post IPO shares of game environment on virtual stock exchange

[0990] System **500** may be configured to allow a player character to become eligible to create a game environment by performing steps such as:

[0991] 1. Retrieve a player resume

[0992] 2. Determine if resume qualifies to create a game environment based on qualification rules and conditions

[0993] 3. Flag resume as qualifying and output notice to player character that he is eligible to create and manage a game environment

[0994] System **500** may be configured to determine the percentage ownership of shares of a player character based on asset value by performing steps such as:

[0995] 1. Determine a total virtual asset value for a game environment based on virtual assets and valuation rules and conditions

[0996] 2. Generate a percentage ownership of the total virtual asset value for each player character based on the virtual assets of the game environment they own

[0997] 3. Convert virtual asset ownership into share ownership of the game environment for each player character

[0998] 4. Notify player character of asset conversion

[0999] System **500** may be configured to create a virtual item blueprint by performing steps such as:

[1000] 1. Receive a virtual item blueprint including: the size, shape, virtual resources, virtual materials, and virtual items necessary to create an item

[1001] 2. Determine skills necessary to assemble item based on blueprint specifications

[1002] 3. Store blueprint with skills required to assemble and item from the blueprint.

[1003] System **500** may be configured to allow a player character to register a blueprint with a patent office by performing steps such as:

[1004] 1. Receive a request to register a blueprint, including blueprint specifications, a field of use, a player character inventor, a virtual fee to use a blueprint to assemble and item, and a creation date

[1005] 2. Generate a list of existing registered blueprints that are similar to the blueprint

[1006] 3. Determine if blueprint is too similar to existing blueprints.

[1007] 4. If blueprint is too similar, output similar blueprints and blueprint to patent examiner player character for review

[1008] 5. Receive opinion from patent examiner player character that blueprint is unique

[1009] 6. Create blueprint registration number

[1010] 7. Issue patent on blueprint Or

[1011] 8. If blueprint is not too similar

[1012] 9. Create blueprint registration number

[1013] 10. Issue patent on blueprint

[1014] 11. System **500** may be configured to Patent Expiration

[1015] 1. Determine that a patent on a blueprint has reached its expiration date

[1016] 1. Expire patent

[1017] 14. Notify patent holder and licensees that patent has expired.